



Week 3 Assignment 3 – Experiment With UDL Book Builder

Overview

The purpose of this assignment is to investigate the planning process for developing student-centered learning activities with technology.

You will experiment with the UDL Book Builder site at <http://bookbuilder.cast.org/>. Since you've already created a login and password for another portion of the CAST Web site, you should not have to create another specifically for the UDL Book Builder.

You will create your own book using the software and reflect on the process through your team's Google Docs site.

Directions

Once you are at the site, <http://bookbuilder.cast.org>, follow these steps to experiment with the Book Builder:

1. You should already have a login and password for another portion of the CAST Web site. So use that username and password to access the UDL Book Builder.
2. Click the words “Model Books.” Peruse several electronic books to get a feel for the variety of techniques that can be used to support UDL concepts.
3. Next, click on the words “Tips and Resources.” Take a look at the ideas and suggestions offered to guide you through making decisions about selecting a subject, genre, audience, etc. Jot down some of the concepts that might help you as you create your own sample electronic book.
4. Once you have some ideas about the content of what you would like to include in an electronic book, then work through the process of creating one. You will begin by clicking on the words, “Create and Edit My Books.” Then click on “Start a New Book.” Follow the screen prompts and create a sample electronic book that is at least three pages long.
5. Once you have created a sample, then share your electronic book with your learning team members and the academic coach. The “share” feature is located on the “Create and Edit My Books” page in the column of the chart entitled “Book Information.” You simply click on the word “share” and invite others to view your electronic book. You will need their e-mail addresses to share the book.
6. Last, add a team reflection to your team’s Google site about the process of creating an electronic book and the way(s) it could be used to teach with technology to meet individual student needs. Send the Google site reflection link, and the link to the sample book, to your academic coach no later than 11:59 p.m. on the seventh day of Week 3.

Rubric

Task(s)	Acceptable	Unacceptable
Created sample electronic book (At least 3 pages)	<ul style="list-style-type: none">• A book sample was successfully created with a minimum of 3 pages.• The book was shared with your learning team members and the academic coach. (maximum 15 pts)	<ul style="list-style-type: none">• Limited sample.• Failure to share book sample with team members and/or academic coach.
Team Google Site Reflection	<ul style="list-style-type: none">• A team reflection was added to the team Google site regarding the electronic book creation, sharing with others, and its use as a way to teach with technology to meet individual student needs.• Google site link submitted to the academic coach. (maximum 15 pts)	<ul style="list-style-type: none">• No team reflection at the included at the team Google site.• Late with completion.• General failure to follow expectations outlined in the “Acceptable” column of this rubric.

Workspace

In this space, you will provide the URLs for the following:

- Your UDL Book Builder sample electronic book.
- Your reflection on the assignment, uploaded to your team's Google site.

This assignment is due no later than 11:59 p.m. on the seventh day of Week 3 of this course.

Your UDL Book Builder URL	http://bookbuilder.cast.org/view.php?op=view&book=22116&page=1
Your team reflection URL	http://docs.google.com/Doc?docid=0AWKZ4Hgl0ijxZGNoY2RxODhfMGc3NmtrcGN6&hl=en
Time and date of completion	11:59pm 12/06/09